



## Sarang Nikhade

MA Game Development Student |  
8 Years in UI/UX Design | User-Centered Design & VR+PC Game Design Enthusiast | Kingston University, London

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### CERTIFICATIONS

**Human-Computer Interaction**  
Udemy  
June 2022

**Foundations of User Experience (UX) Design**  
Coursera  
February 2022

**Digital Skills: Mobile**  
Futurelearn  
July 2022

### AWARDS

**Quality Champ Award**  
Pragmatyc  
March 2020

The Quality Champion Award acknowledges individuals who have made noteworthy contributions to the quality domain.

### LANGUAGE

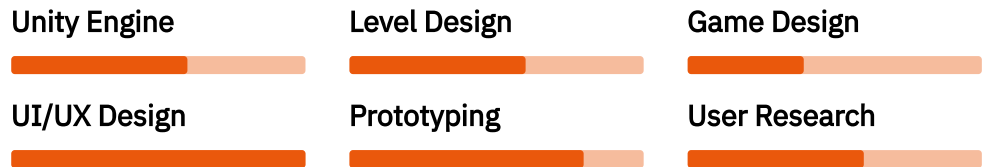
**English** **Hindi** **Marathi**

### PROFESSIONAL SUMMARY

Experienced UI/UX & Game Designer with 8 years in mobile and web design. Skilled in cross-platform UI, prototyping, and usability testing for PC, VR, and mobile games. Currently pursuing an MA in Game Development (Design) at Kingston University.

Key projects include Snowmania (Unity, Multiplayer) – rewards & monetization, Eco-Rescuers (Unreal, Cooperative) – level & environment design, and Clean Sweep (Unity, Puzzle) – level design. Researching VR + PC Game Integration (Unity 6) to enhance cross-platform experiences. Passionate about creating immersive and accessible gaming experiences.

### SKILLS



### EXPERIENCE

**Orangebits Software Technologies** January 2023 - September 2023  
Sr. UI/UX Designer Nagpur, India

- Managed a team of 4 designers to drive innovation in UI/UX solutions.
- Led the design of face-scanning payment apps, internet service provider apps, and delivery apps, ensuring intuitive user experiences.
- Applied user research methods such as A/B testing, user interviews, heatmaps, and usability testing to enhance app engagement and performance.

**Pragmatyc** December 2017 - December 2022  
Senior Consultant Nagpur, India

- Designed UI/UX solutions for high-profile brands in mobile and web applications, including doorstep delivery services and instant photo printer applications.
- Utilized competitive analysis, heuristic evaluation, and user journey mapping to refine user experiences.
- Engaged in client handling, stakeholder communication, and requirement gathering to align business goals with user needs.

**Zealium Technologies** April 2014 - May 2017  
Graphics Designer Pune, India

- Worked on UI design for web and mobile applications, ensuring visually appealing and user-friendly interfaces.
- Developed wireframes and interactive prototypes to refine user experience and functionality.

### EDUCATION

**Kingston University** January 2025  
Game Development (Design) Master's

**Anitoons School of Animation** June 2014  
Bachelor's in Graphics and Multimedia Bachelor's